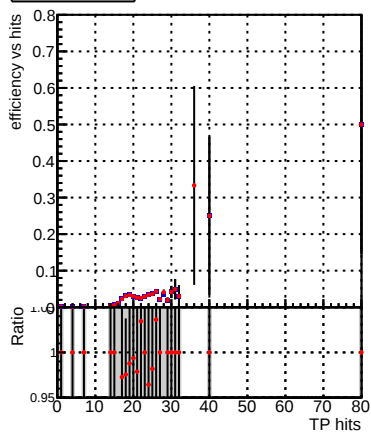
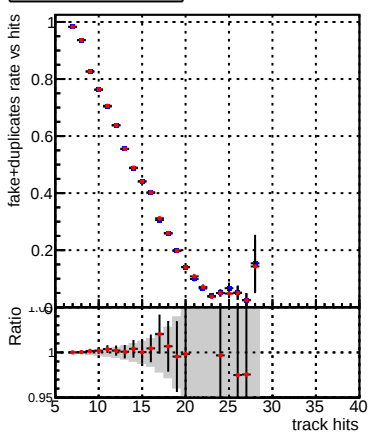


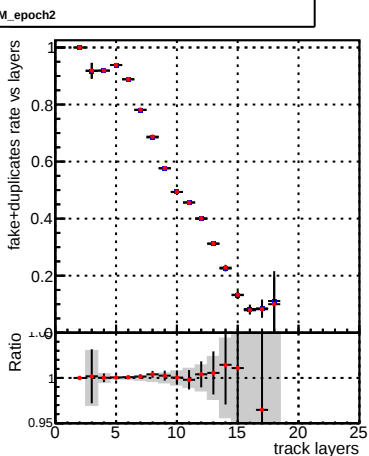
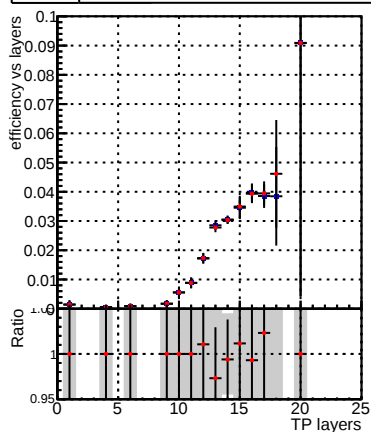
Efficiency vs hit



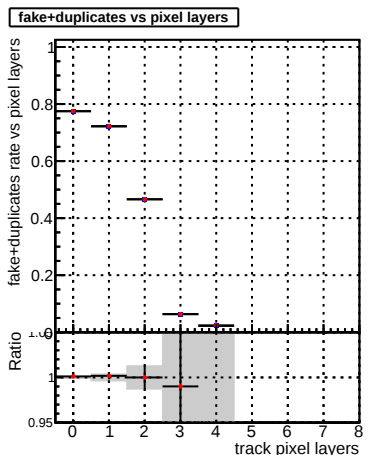
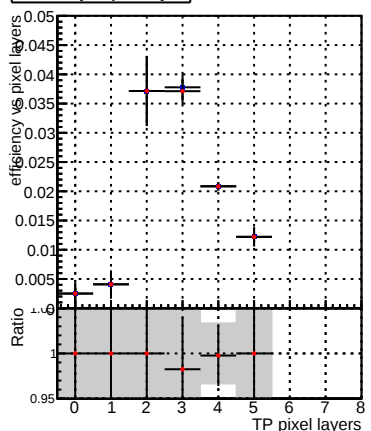
fake+duplicates vs hits



Efficiency vs TP layers



Efficiency vs pixel layer



Efficiency vs 3D layer

